

# SICARIAN INFILTRATORS

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 8" | 4 | 4+ | 2 | 7+ | 1  | 5+ |

## AUFSTELLUNG

4-9x Sicarian Infiltrator (Power weapon & stubcarbine) oder Sicarian Infiltrator (Taser goad & flechette blaster)  
1x Sicarian Infiltrator Princeps (Power weapon & stubcarbine) oder Sicarian Infiltrator Princeps (Taser goad & flechette blaster)

**Equipped with:** Flechette blaster, Stubcarbine, Power weapon, Taser goad

## RANGED WEAPONS

| WEAPON                      | RANGE | A | BS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Flechette blaster<br>PISTOL | 12"   | 5 | 4+ | 3 | 0  | 1 |
| Flechette blaster<br>PISTOL | 12"   | 5 | 4+ | 3 | 0  | 1 |
| Stubcarbine<br>PISTOL       | 12"   | 3 | 4+ | 4 | 0  | 1 |
| Stubcarbine<br>PISTOL       | 12"   | 3 | 4+ | 4 | 0  | 1 |

## MELEE WEAPONS

| WEAPON       | RANGE | A | WS | S | AP | D |
|--------------|-------|---|----|---|----|---|
| Power weapon | Melee | 4 | 4+ | 4 | -2 | 1 |
| Power weapon | Melee | 4 | 4+ | 4 | -2 | 1 |

## ABILITIES

**RULES** - Doctrina Imperatives, Infiltrators, Stealth

### Neurostatic Interference (Aura)

While an enemy unit is within 6" of this unit, each time a Battle-shock or Leadership test is taken for that unit, subtract 1 from that test. While this unit is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 2 from that test instead.



|                                |       |   |    |   |    |   |
|--------------------------------|-------|---|----|---|----|---|
| Taser goad<br>SUSTAINED HITS 2 | Melee | 3 | 4+ | 6 | -1 | 1 |
| Taser goad<br>SUSTAINED HITS 2 | Melee | 3 | 4+ | 6 | -1 | 1 |

## WEAPON RULES

### Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

### Sustained Hits

This ability always takes the form [**SUSTAINED HITS X**]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS 2**] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS 2**] ability).*

